

John I. Baker III

Adapted from the novels *Alice's Adventures in Wonderland* and
Through the Looking-Glass by Lewis Carroll
Illustrations by John Tenniel

BIG DOG PUBLISHING

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*To my parents, John and Esther,
who encourage creativity,
a love of theatre
and many trips with Alice to Wonderland.*

Alice in Wonderland was first developed and performed by the Yorkshire Playhouse Children's Theatre: John I. Baker III, director; Deidre Freitas, assistant; Courtney Kinnison, backdrop design; Clare Wilton, student intern; Dr. Clark Roush, music.

GENTLE VOICE: Don Keelan-White
ALICE: Sarah Anderson
SARAH/TWEDLEDUM: Paige Thomas
WHITE RABBIT: Andrew VanGomple
MOUSE: Issac Reetz
LORY: Phoenix Brown
DUCK: Alice Coehoorn
DODO: Tucker Robinson
EAGLET: Kale Jones
CATERPILLAR: Raima Kriefels
FISH FOOTMAN: Austin Dye
FROG FOOTMAN: Dakota Brown
COOK: Cessna Brestel
DUCHESS: Kenna Miller
CHESHIRE CAT: Charles VanGomple
MARCH HARE: Wyatt Rayburn
MAD HATTER: Lewis Hendricks
DORMOUSE: Emory Flynt
QUEEN OF HEARTS: Sam Bunyard
KING OF HEARTS: Bradley Powell
CARD CHILD 1: Grace Uhler
CARD CHILD 2: Hannah Kreifels
CARD CHILD 3: Kelsey Arndt
KNAVE OF HEARTS: Simeon Tremaine
EXECUTIONER/WALRUS: Alex Straub
GRYPHON: Lily Shafer
MOCK TURTLE: William Wilton
ONE OF CLUBS: Malachi Coppinger
TWO OF CLUBS: Lily Houston
THREE OF CLUBS: Cameron Turner
FOUR OF CLUBS: Brody Epp
FIVE OF CLUBS: Zoe Kreifels
SEVEN OF CLUBS: Briana Janging
EIGHT OF CLUBS: Trey Bunyard
NINE OF CLUBS: Sarah Volicka
TEN OF CLUBS: Zander Madole
TIGER-LILY: Bridget Yamber

ROSE: Zoey Eckert

DAISY 1: Jorydn Harms

DAISY 2: Hannah Doremus

VIOLET: Ava Goodwin

DAISIES: Emma Uhler, Clair Uhler, Anna Janzen

TWEEDLEDEE: Kirsten Fike

CARPENTER: Allie Colburn

ELDEST OYSTER: Emma Tremaine

OYSTERS: Cora Becker, Logan Dye, Fiona Houston, Isaiah Kreifels,

Arabella Robison, Kaewyn Robison

HUMPTY DUMPTY: Mara Coates

HAIGHA: Riley Nigh

HATTA: Rheagan Bethune

UNICORN: Julie Tremaine

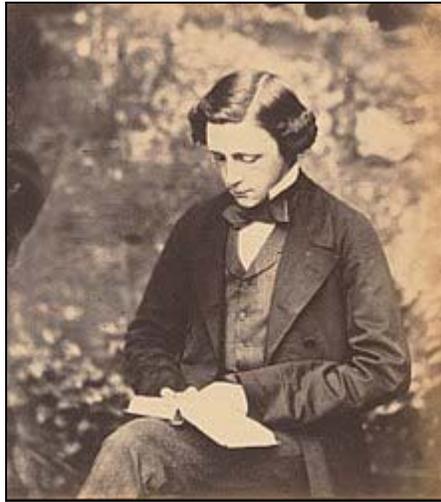
LION: Lauren Thomas

WASP: Wynema Stracener

Alice in Wonderland

CLASSIC. Adapted from the Lewis Carroll novels *Alice's Adventures in Wonderland* and *Through the Looking-Glass*. Alice spies a white rabbit with a pocket watch and follows him down a rabbit hole into Wonderland. There, Alice meets a mouse, who gives her a lecture on William the Conqueror, and a Dodo bird who conducts a caucus race in which everyone runs around in circles and there is no winner. At the Duchess's house, Alice meets the Cheshire cat, who warns her that everyone in Wonderland is mad. Alice attends a mad tea party, where the Mad Hatter and March Hare bombard her with riddles. At the Queen of Heart's garden, Alice encounters gardeners painting white roses red and plays a chaotic game of croquet with the Queen. A Gryphon and Mock Turtle dance to "The Lobster Quadrille." Feuding brothers, Tweedledee and Tweedledum, recite a poem about a Carpenter and a Walrus. Alice meets Humpty Dumpty who can't be put back together again, a lion and unicorn fighting for the crown, and a wasp who wears a wig. At the trial of the Knave of Hearts, who has been accused of stealing the Queen's tarts, Alice refuses to be intimidated when the Queen shouts, "Off with her head!" and suddenly awakens from her Wonderland dream. Includes the lost chapter, "The Wasp in a Wig" and original music for "The Lobster Quadrille" and "The Wasp in a Wig." Suitable for audiences of all ages.

Performance Time: Approximately 120 minutes.



Lewis Carroll, circa 1856

About the Story

Alice's Adventures in Wonderland (1865) was written by Oxford mathematician Charles Lutwidge Dodgson (1832-1898) under the pseudonym Lewis Carroll. While rowing a boat up the Thames River, Dodgson entertained three young sisters by telling them the story of the adventures of a bored young girl named Alice. One of the sisters, Alice Liddell, age 10, loved the story so much, she asked Dodgson to write it down for her. Three years later, Dodgson published the tale and it has been in print ever since. In 1871, Dodgson published a sequel, *Through the Looking-Glass*, which introduces new characters including Tweedledee and Tweedledum, Humpty Dumpty, and the Lion and Unicorn.

Characters

(9 M, 5 F, 40 flexible, extras)
(With Doubling: 9 M, 5 F, 30 flexible. Tripling possible.)

- NARRATOR:** Narrates prologue in a gentle voice or a voiceover may be used; voiceover may be used; flexible.
- ALICE:** 7, sensible, curious girl who is confronted by the illogical, mad world of Wonderland; female.
- SARAH:** Alice's older sister; female.
- WHITE RABBIT:** Frantic rabbit who is always in a hurry and leads Alice down a rabbit hole into Wonderland; wears a waistcoat with a pocket watch, white gloves, and carries a fan; flexible.
- MOUSE:** Mouse who is frightened of cats and gives a dry lecture on William the Conqueror; flexible.
- DODO:** Dodo bird who thinks he may go extinct; loves caucus races where everyone runs in a circle and there is no clear winner; flexible.
- LORY:** Lory who thinks Mouse's stories are dry; participates in the Dodo's caucus race; flexible.
- DUCK:** Duck who thinks Mouse's stories are dry; participates in the Dodo's caucus race; flexible.
- EAGLET:** Eagle who doesn't like long words; participates in the Dodo's caucus race; flexible.
- CATERPILLAR:** Stern blue caterpillar who sits on a mushroom; flexible.
- FISH FOOTMAN:** Queen of Heart's footman; wears livery and a curly powdered wig; male.
- FROG FOOTMAN:** Duchess's footman; has a round face and large eyes like a frog; wears livery and a curly powdered wig; male.
- DUCHESS:** Queen of Hearts's cousin who likes to find morals in everything and has a pig for a baby; female.
- COOK:** Duchess's ill-tempered cook who likes to throw dishes and uses so much pepper that it causes everyone to sneeze; female.
- CHESHIRE CAT:** Duchess's grinning cat who appears and disappears at will and explains to Alice that everyone in Wonderland is mad; image of Cheshire Cat is projected and lines are voiced over; flexible.
- MAD HATTER:** Impolite, mad hatter who hosts a perpetual tea party; likes to annoy Alice with riddles; wears a large hat and watch; male.
- MARCH HARE:** Co-hosts the tea party with the Mad Hatter; likes to annoy Alice with riddles; flexible.
- DORMOUSE:** Sleepy mouse who drifts in and out of sleep during the tea party; flexible.

- TWO OF CLUBS:** Playing card gardener who paints white roses red because the Queen of Hearts hates white roses; flexible.
- FIVE OF CLUBS:** Playing card gardener who paints white roses red; flexible.
- SEVEN OF CLUBS:** Playing card gardener who paints white roses red; flexible.
- QUEEN OF HEARTS:** Playing card queen of hearts and domineering ruler of Wonderland who strikes fear in her subjects by repeatedly shouting "Off with their head!"; wears a crown and royal garb; female.
- KING OF HEARTS:** Ruler of Wonderland; wears a crown and royal garb; male.
- ROYAL CARD CHILD 1-3:** King and Queen of Hearts's naughty children; flexible.
- KNAVE OF HEARTS:** Attendant to the King and Queen of Hearts who has been accused of stealing the Queen's tarts; male.
- EXECUTIONER:** Royal executioner for the King and Queen Of Hearts; flexible.
- GRYPHON:** Gryphon who is a servant to the Queen of Hearts and takes Alice to see the Mock Turtle where he and the Mock Turtle dance to "The Lobster Quadrille"; has the head, talons, and wings of an eagle and the body of a lion; flexible.
- MOCK TURTLE:** Sad mock turtle who tries to tell the story of how he was once a real turtle and went to school; sings and dances to "The Lobster Quadrille" and sings "Beautiful Soup"; flexible.
- ONE OF CLUBS:** Card soldier who tries to put Humpty Dumpty together; flexible.
- THREE OF CLUBS:** Card soldier who tries to put Humpty Dumpty together; flexible.
- NINE OF CLUBS:** Card soldier who tries to put Humpty Dumpty back together; flexible.
- TEN OF CLUBS:** Card soldier who tries to put Humpty Dumpty back together; flexible.
- TIGER-LILY:** Rude talking flower; flexible.
- ROSE:** Talking flower who thinks "walking flowers" are nuisances; flexible.
- DAISY 1, 2:** Talking flowers who think Alice doesn't know as much as she thinks she does; flexible.
- VIOLET:** Annoying, talking flower who thinks Alice is stupid; flexible.
- TWEDLEDUM:** Wants to battle his brother Tweedledee because he ruined his new rattle; roly-poly and quarrelsome; male.
- TWEEDLEDEE:** Tweedledum's brother who agrees to a battle but never has one; roly-poly and quarrelsome; male.

WALRUS: Hungry walrus who loves to eat oysters; flexible.

CARPENTER: Hungry Carpenter who loves to eat oysters; flexible.

ELDEST OYSTER: Warns younger oysters to beware the Walrus and Carpenter; flexible.

YOUNG OYSTER 1-4: Tricked by the Carpenter and Walrus into going into their giant cooking pot; flexible.

HUMPTY DUMPTY: An enormous egg with a royal air; wears an ascot; male.

HAIGHA (pronounced "HAY-er"): King of Hearts's Anglo-Saxon messenger; skips up and down, wriggling like an eel when he walks; wears a bag around his neck; flexible.

HATTA (pronounced "HAH-tah"): King of Hearts's hungry and thirsty messenger who has just been released from prison; flexible.

UNICORN: Thinks Alice is a fantastical monster; fights the Lion for the crown; flexible.

LION: Unsure whether Alice is an animal, vegetable, or mineral; fights the Unicorn for the crown; flexible.

WASP: Looks like a very old man but his face resembles a wasp; wears a bright yellow wig that is tangled like seaweed with a handkerchief over the top of the wig; male.

EXTRAS: Young Oysters, Card Soldiers, Courtiers, Royal Card Children, Guests, Crowd, Flamingos, and Hedgehogs.

NOTE: Card characters are shaped like playing cards with their hands and feet at the corners.

Options for Doubling

TIGER-LILY/LORY (flexible)

ROSE/DUCK (flexible)

DAISY 1/CARD CHILD 1 (flexible)

DAISY 2/CARD CHILD 2 (flexible)

VIOLET/CARD CHILD 2 (flexible)

CARPENTER/ HAIGHA (flexible)

WALRUS/HATTA (flexible)

ELDEST OYSTER/EAGLET (flexible)

NARRATOR (voiceover) (flexible)

CHESTIRE CAT (voiceover) (flexible)

Setting

Victorian England and the fantastical world of Wonderland.

Sets

Alice in Wonderland works well using a bare stage with minimal scenery in a story theatre style. The director and the actors create the Wonderland with simple scenery (moveable trees, thrones, rocking chairs, doors, etc.) arranged in ways to suggest the many settings. This approach allows for quick scene changes and the audience's imagination to fill in any missing details.

Meadow. Backdrop of an English meadow that can slide on and off.

Rabbit Hole. Small door next to a table. There is a bottle with a paper label tied around its neck with "Drink Me" written on it.

Pool of Tears/great garden/Caterpillar scene. See Special Effects for Pool of Tears. A backdrop may be used for the great garden. For Caterpillar scene there is a backdrop of large flowers (to make Alice appear small) and a mushroom large enough for the Caterpillar to sit on.

Duchess's house. Exterior is that of a stately house with pillars framing the door fills one side of the stage. Front door opens to the home's kitchen. There is a fireplace with a cauldron of soup and a three-legged stool.

Front exterior of the March Hare's house. There is a backdrop of a house. In front of the house is tree with a table and chairs under it and a large armchair at one end of the table. The table is set for tea with a teapot, teacups, bread and butter.

Queen of Hearts's rose garden. A large rose tree stands near the entrance of the garden. The roses on the tree are white with some partially painted red.

Home of the Mock Turtle. A backdrop may be used or a bare stage will suffice.

Field of Flowers. A backdrop of a field of flowers and a tree large enough for Tweedledee and Tweedledum to stand under.

Humpty Dumpty's wall in the forest. A backdrop of a forest. There is a wall large enough for Humpty Dumpty to sit on. Note: Humpty "falls" behind the wall.

Another part of the forest/town. A forest backdrop. Backdrop of a town that can be rolled on.

Wooded area. A forest backdrop.

Courtroom. There are two thrones, one for the Queen of Hearts and one for the King of Hearts. There is a jury box for 12 jurors and a table with a plate of tarts on it.

Synopsis of Scenes

Prologue: English meadow, afternoon.

ACT I

Scene 1: Down the rabbit hole, pool of tears/great garden.

Scene 2: Wonderland, Duchess's house.

Scene 3: Wonderland, front of March Hare's house.

Scene 4: Wonderland, Queen of Hearts's rose garden/croquet ground.

Scene 5: Wonderland, home of the Mock Turtle.

Intermission

ACT II

Scene 1: Wonderland, a field of flowers.

Scene 2: Wonderland, Humpty Dumpty's wall in the forest.

Scene 3: Wonderland, another part of the forest and a town.

Scene 4: Wonderland, a wooded area.

Scene 5: Wonderland, a courtroom. English meadow (set slides on).

Props

Daisy chain
Books
Bottle with a paper label tied around its neck with "Drink Me" written on it
Key
Box (for small cake)
Small cake with a label that reads, "Eat Me"
Box of candy
Thimble
Door with "W. Rabbit" on it (can be rolled on)
White gloves, for White Rabbit
Fan, for White Rabbit
Corked bottle with "Drink Me" on it
Piece of cake
2 Large letters nearly (as large as the Fish and Frog Footmen)
Large plate
Stuffed pig wrapped in a baby blanket for baby
Baby bottle of milk for pig
Frying pan
Baby
Watch, for Mad Hatter
Bread and butter
Teapot
Teacups
3 Paint brushes
Red paint
Clubs, for Card Soldiers
King's crown on a red velvet cushion
Stuffed flamingos, for croquet mallets
Stuffed hedgehogs, for croquet balls
Picnic basket
Giant cooking pot (large enough for Oysters to fit behind or in)
Butter and butter knife
Bun
Large umbrella, for Tweedledee to hide under
Handkerchief, for Walrus
White baby rattle
2 Pillows ("breast plates" for Tweedledee and Tweedledum)
Pot (for Tweedledee's "helmet")
Saucepan (for Tweedledum's "helmet")
Assortment of hearth rugs, tablecloths, and coal scuttles (for Tweedledee and Tweedledum's "armor")
Bolster, to wrap around Tweedledee's neck
Huge cape
Large piece of Humpty Dumpty's broken shell
Memorandum book
Bag that hangs around Haigha's neck with a sandwich and come hay inside
Teacup
White bread
Brown bread
Butter
Pieces of cake
Whole cake on a platter (cake is divided into 3 pieces)
Newspaper
White powdered wig, for King of Hearts
Trumpet, for White Rabbit

12 Writing slates and chalk (for Jurors)	Pepper shaker
Spectacles, for King	Rulebook
Spectacles, for Queen	Piece of folded paper
Parchment scroll	Spectacles, for White Rabbit
2 Large cloth bags (to put over the heads of Fish Footman and Frog Footman)	Plate of tarts

Sound Effects

Wafting sound of a flute
Sound of wind
Approaching footsteps
Loud noises coming from kitchen
Cheshire cat sitting on the bough of a tree (projection)
Smoke, opt.
Baby pig snorting
Music for "Here We Go Round the Mulberry Bush"
Loud snoring
Monstrous crow filling the sky (lighting effect)
Loud crash (for Humpty Dumpty's "fall")
Loud noise as drums begin to beat
3 Trumpet blasts

Special Effects

Alice "Falling" Down the Rabbit Hole. The illusion of Alice falling down the rabbit hole can be created using a sound effect of wind rushing by, giving the illusion of falling. As Alice is "falls," she passes the items she will encounter in Wonderland. As Alice "falls," the actors who play Card Soldiers bring out the items she is falling past like a teapot, playing card, stuffed pig, world globe, book, clock, jar of orange marmalade, teacup, cherry tart, mushroom, etc. Card Soldiers enter with their backs to the audience and move the items (which face the audience) from the floor upward, creating the feeling that Alice is falling. The Card Soldiers should be clothed in all-black. This scene is representative of the classic John Tenniel drawing found in the original *Alice in Wonderland*.

Alice "Growing" and "Shrinking." Alice will not change in size, but the items around her will grow and shrink to give the illusion that she is changing size. Keeping with the story, the growing table and doors can be made out of Styrofoam Blue Board. The large door/table is a painted cutout located on one side of the stage. Opposite, the smaller door/table is found. The extra surface area on the small side is painted to blend in with the background. A Card Soldier can carry out the growing items and flip them around when they get taller or smaller. Combine this movement with the sound from a slide whistle and the illusion of Alice growing and shrinking can be created. For the White Rabbit's house, a cutout of the house can be made and positioned in front of Alice to create the idea that she has grown inside the house.

Pool of Tears. The pool of tears that forms when Alice cries can be created by using a large blue sheet. The Card Soldiers can bring the sheet on, and while hiding behind the sheet, they hold the sheet in front of Alice and the Mouse as they play their scene. The sheet should come to Alice's waist when she is "swimming." As other creatures enter the pool, they also "swim" in this manner.

“Alice! A childish story take,
And, with a gentle hand,
Lay it where Childhood's dreams are twined
In Memory's mystic band.
Like a pilgrim's withered wreath of flowers
Plucked in a far-off land.”

Prologue

*(House lights fade. A wafting sound of a flute is heard emerging from the silence.
Note: During the following, visions of characters may appear, if desired.
Narrator enters or a voiceover may be used.)*

NARRATOR: *(In a gentle voice.)*

"All in the golden afternoon
Full leisurely we glide;
For both our oars, with little skill,
By little arms are plied,
While little hands make vain pretense
Our wanderings to guide.

Ah, cruel Three! In such an hour,
Beneath such dreamy weather,
To beg a tale of breath too weak
To stir the tiniest feather!
Yet what can one poor voice avail
Against three tongues together?

Imperious Prima flashes forth
Her edict "to begin it"—
In gentler tones Secunda hopes
"There will be nonsense in it!"
While Tertia interrupts the tale
Not more than once a minute.

Anon, to sudden silence won,
In fancy they pursue
The dream-child moving though a land
Of wonders wild and new,
In friendly chat with bird or beast—
And half believe it true.

And ever, as the story drained
The wells of fancy dry,
And faintly strove that weary one
To put the subject by,
"The rest next time—" "It is next time!"
The happy voices cry."

(AT RISE: Lights slowly begin to fade up, revealing a meadow, afternoon. Alice and her sister Sarah are reading books. Alice is restless and more interested in the pure awe of the world that surrounds her. The words from the book slowly slip from her grasp as she begins to follow the nature that surrounds her.)

NARRATOR: *(In a gentle voice.)*

“Thus grew the tale of Wonderland:
Thus slowly, one by one,
Its quaint events were hammered out—
And now the tale is done,
And home we steer, a merry crew,
Beneath the setting sun.

Alice! A childish story take,
And with a gentle hand,
Lay it where Childhood’s dreams are twined
In Memory’s mystic band,
Like pilgrim’s withered wreath of flowers
Plucked in far-off land.”

(Alice sits next to Sarah and watches her read. Once or twice she looks over Sarah’s shoulder to see what she is reading, but is quickly pushed away by her sister, whose gaze never leaves the book.)

ALICE: What is the use of a book without pictures or conversations?

SARAH: Shoo, little sister. *(Shooing Alice away.)* Go away.

(Alice wanders away in a huff and begins to make a daisy chain. White Rabbit enters. He stops and reaches into his waistcoat and takes out a pocket watch.)

WHITE RABBIT: Oh, dear! Oh, dear! I shall be too late!

(White Rabbit slips his pocket watch back into his pocket and hurries away. Amazed, Alice drops her chain of daisies and follows. White Rabbit quickly enters a rabbit hole, disappearing from sight. Alice goes to the hole, looks around, sees that Sarah is not paying attention, and enters the hole. Sarah looks up, sighs, and returns to her book. Blackout.)

Act 1

Scene 1

(AT RISE: The sound of wind is heard. Note: See Special Effects for Alice "falling." Alice is seen "falling" down the rabbit hole. As she "falls," she passes many of the items that she will encounter during her adventures in Wonderland including a book, a clock, a jar of orange marmalade, a tea cup, etc.)

ALICE: *(Falling.)* After such a fall as this, I shall think nothing of tumbling down stairs...or from the top of my house. *(A teapot passes by, followed by a playing card, which bears a striking resemblance to the Queen of Hearts, a pig, and a world globe.)* I wonder if I shall fall right through the earth! How funny it'll seem to come out among the people that walk with their heads downward. *(As she continues to "fall," she passes a grinning cat, a bat, a cherry tart, and a mushroom.)* Dinah will miss me very much tonight. I hope they remember her saucer of milk at teatime. Oh, Dinah, I wish you were down here with me.

(Other items pass by as Alice crashes to the ground. Pause. Stunned, Alice looks up. White Rabbit appears. He moves a few steps, stops, and pulls out his pocket watch.)

WHITE RABBIT: Oh, my ears and whiskers, how late it's getting!

(White Rabbit puts his pocket watch back into his pocket, turns, and enters a small door. As the Rabbit exits, Alice tumbles head over heels to the space where the White Rabbit had checked his pocket watch. After she comes to a stop, she rises and looks around at her surroundings.)

ALICE: *(To herself.)* Oh my! Where have I fallen? *(Looking around in wonder.)* How shall I ever get back? *(Sees a table in the empty room. Upon the table is a bottle with a paper label tied around its neck with "Drink Me" on it. A small door is next to the table. She crosses to the table and picks up the bottle.)* Drink me? *(Lifts the bottle and starts to drink, stops, and thinks.)* No, I'll look at it first and see whether it's marked "poison" or not. *(Looks at the bottle and then drinks.)* What a curious feeling! I must be shutting up like a telescope! *(Begins to "shrink." Note: See Special Effects for Alice growing and shrinking. As she "shrinks," the door and table tower over her head. After a moment of disorientation, she decides to open the door. She looks up and sees the key high above her on the top of the table. Starts to cry.)* Oh dear, I left the key on the table. How will I ever get

through the door? *(Sniffs.)* Come, there's no use in crying like that! I must stop this, this very minute. *(Spies a box on the floor that had been under the table.)* What's this? *(Opens the box and finds a little cake with a tag that reads, "Eat Me." (Reads tag.) "Eat me"?)* *(Takes the cake out of the box.)* Well, I'll eat it, and if it makes me grow larger, I can reach the key. *(Pause. Thinks.)* If it makes me grow smaller, I can creep under the door, so either way, I'll get into the garden, and I don't care which happens! *(Takes a bite of the cake. Places her hand on the top of her head to feel which way she is growing.)* Which way? Which way? *(Nothing happens, so she eats the rest of the cake.)* Curiouser and curiouser! *(All of a sudden, she "grows" and towers over the door and table.)* Now, I'm opening out like the largest telescope that ever was! Goodbye, feet! *(Looking down.)* Oh, my poor little feet. I wonder who will put on your shoes and stockings for you now, dears? I'm sure I shan't be able! I shall be a great deal too far off to trouble myself about you. You must manage the best way you can, but I must be kind to them or perhaps they won't walk the way I want to go! *(Giggles.)* Oh dear, what nonsense I'm talking! *(Now much "taller," Alice takes the key from the table, which is now below her knees. She turns to the door and realizes that the door is very small. Alice lies down on one side to look into the garden with one eye, but realizes that she cannot get to the other side. She begins to cry and sits up.)* You ought to be ashamed of yourself. A great girl like you to go on crying in this way! *(Continues crying.)* Stop this moment, I tell you!

(A large pool of "water" begins to form around her feet. See Special Effects for "Pool of Tears.")

WHITE RABBIT: *(Running across the stage.)* Oh! The Duchess, the Duchess! Oh! Won't she be savage if I've kept her waiting!

ALICE: *(Trying to control her crying.)* If you please, sir –

WHITE RABBIT: *(Startled.)* Arrrrr...

(Frightened, White Rabbit scurries off, dropping his gloves and fan.)

ALICE: Dear, dear! How strange everything is today! And yesterday things went on just as usual. I wonder if I've changed in the night? Let me think...was I the same when I got up this morning? I almost think I can remember feeling a little different. But if I'm not the same, the next question is "Who in the world am I?" Ah, that's the great puzzle! *(Begins to "shrink" to the size of the little door during the following.)* I'll see what I know. Let me see...four times five is 12, and four times six is 13, and four times seven is...oh, dear! I shall never get to 20 at this rate.

(Sighs and look at her hands.) Oh, who am I, then? Now how could I have done that? I must be growing small again. (Crosses to the table and measures herself next to it.) I'm back to normal. (As she says "normal," she "shrinks" back to the size of the door. As she "shrinks," the "water" from her tears rises to surround her. Heads for the door.) Oh, no! I left the key on the table and the door is shut. (Sees "Pool Of Tears.") I wish I hadn't cried so much! (Starts to "swim.") I shall be punished for it now, I suppose, by being drowned in my own tears! (Mouse enters and "swims" by.) Oh, Mouse, do you know the way out of this pool? (Mouse keeps "swimming" and doesn't reply.) Please help me! I must get home to my cat Dinah!

MOUSE: (Startled, jumps.) Cat?! Where?!

ALICE: Oh, I beg your pardon! I quite forgot you didn't like cats.

MOUSE: Not like cats?! Would you like cats if you were me?!

ALICE: Well, perhaps not. But if I could show you our cat Dinah, I think you would take a fancy to cats. She is such a dear, quiet thing.

MOUSE: (Shaking in fear.) Take a fancy to cats?! Where would you ever get such a crazy idea?!

ALICE: She is such a dear, quiet thing. I am sure you would like her.

MOUSE: I beg your pardon...what makes you think I could ever like a cat?

ALICE: Well...I just...

MOUSE: In case you didn't know, cats eat mice, and I'm a mouse.

ALICE: (Trying to calm the Mouse.) We won't talk about her anymore if you'd rather not.

MOUSE: We, indeed! As if I would talk about such a subject! Our family always hated cats...nasty, low, vulgar things! Don't let me hear that word again!

ALICE: I won't, indeed!

MOUSE: I would hope not.

ALICE: (Meekly.) Are you...are you fond...of...of dogs?

MOUSE: You are a silly girl. (Starts to "swim" off.) No, I don't like dogs, or eagles, or tigers, or rhinoceros... (Voice fades as he starts to "swim" off.) ...or elephants, or bears, or rats...

(Duck, Dodo, Lory, and Eaglet "swim" on.)

ALICE: (Calls.) Mouse, dear! Do come back again, and we won't talk about cats, or dogs, or any other animal either if you don't like them.

(Mouse stops "swimming" away and "swims" back toward Alice.)

MOUSE: *(In a low, trembling voice.)* Let us get to the shore and then I'll tell you my history, and you'll understand why it is I hate cats and dogs. *(Alice, Mouse, Duck, Dodo, Lory, and Eaglet "swim" to shore. Climbing on the bank of the "pool," Alice finds herself not in front of the door, but at the edges of a great garden. To others.)* Gather around, and I will tell you my tale of fear and woe.

ALICE: But I'm soaking wet.

LORY: You won't be for long, my dear. He will dry you off with his story.

ALICE: His story?

LORY: Yes, his story. *(Sighs.)* It is dry thing.

MOUSE: *(Annoyed. Clears throat.)* Ahem! Sit down, all of you, and listen to me! *(To Lory.)* And you will soon know. *(Animals, making a loud to do, sit in a large ring with the Mouse in the middle. Alice joins them. To others.)* Are you all ready? *(Others adlib responses.)* This is the driest thing I know. *(A din arises from the others. Annoyed.)* Silence all around, if you please! *(Begins story.)* "William the Conqueror, whose cause was favored by the Pope, was soon submitted to by the English, who wanted leaders and had been of late much accustomed to usurpation and conquest. Edwin and Morcar, the earls of Mercia and Northumbria—"

LORY: *(With a shiver.)* Ugh!

MOUSE: *(Annoyed.)* I beg your pardon! Did you speak?

LORY: *(Hastily.)* Not I!

MOUSE: I thought you did. I proceed... *(Continues story.)* "Edwin and Morcar, the earls of Mercia and Northumbria, declared for him, and even Stigand, the patriotic Archbishop of Canterbury, found it advisable—"

DUCK: Found what?

MOUSE: Why "it," of course.

DUCK: Oh.

MOUSE: Of course, you know what "it" means?

DUCK: I know what "it" means well enough. When I find a thing, it's generally a frog or a worm. The question is...what did the archbishop find?

MOUSE: Found it advisable to go with Edgar Atheling to meet William and offer him the crown. *(To Alice.)* How are you getting on now, my dear?

ALICE: As wet as ever. It doesn't seem to dry me at all.

DODO: In that case, I move that this meeting adjourn for the immediate adoption of more energetic remedies.



EAGLET: (*Irritated.*) Speak English! I don't know the meaning of half those long words, and what's more, I don't believe you do, either!

DODO: (*Offended.*) What I was going to say was that the best thing to get us dry would be a caucus race.

ALICE: What is a caucus race?

DODO: (*Pleased.*) Why, the best way to explain it is to do it. (*For the following, he demonstrates and the Duck, Lory, Eaglet, and Mouse join in.*) First, you mark out a racecourse in sort of a circle. (*Marks a course but it's not a circle.*) Of course, the exact shape doesn't matter. Then we place everyone along the course, here and there. And everyone begins running when they like. (*Dodo runs about for a few moments. Some Animals go SL while others SR. No real order can be detected. Soon after the race has begun, shouts.*) The race is over! (*Everyone stops and crowds around the Dodo. Duck, Lory, Eaglet, and Mouse are panting and asking him who won. Dodo stands proudly. Silence as he ponders this. Suspense grows.*) Why...everybody has won, and all must have prizes!

EAGLET: But who is to give the prizes?

DUCK: (*To Dodo.*) Yes, do tell. Who?

LORY/MOUSE: Who?

DODO: (*Indicating Alice.*) Why, she, of course.

(*Duck, Dodo, Lory, Mouse, and Eaglet gather around Alice.*)

DUCK/DODO/LORY/MOUSE/EAGLET: (*Chant.*) Prizes! Prizes!
Prizes!

ALICE: (*Confused.*) I don't think I have any prizes.

DUCK/DODO/LORY/MOUSE/EAGLET: (*Chant.*) Prizes! Prizes!
Prizes!

(*Alice reaches into her pocket and pulls out a box of candy. There is enough in the box to give a piece of candy to each Animal.*)

MOUSE: (*To Dodo, Lory, Eaglet, Duck, realizing that Alice has no candy.*) She must have a prize herself, you know.

DODO: Of course. (*To Alice.*) What else have you got in your pocket?

(*Alice reaches into her pocket and pulls out a thimble.*)

ALICE: Only a thimble.

DODO: Hand it over. (*Takes the thimble and then immediately presents the thimble to Alice.*) We beg your acceptance of this elegant thimble.

(Duck, Lory, Eaglet, and Mouse cheer.)

ALICE: Oh, how silly. *(To Mouse.)* You promised to tell me your history, you know... *(Stage whisper.)* ...and why it is you hate "C" and "D"?

MOUSE: *(Sighs.)* Mine is a long and sad tale!

ALICE: *(Looking at the Mouse's tail.)* It is a long tail, certainly, but why do you call it sad?

MOUSE: "Fury said to a mouse,

That he met in the house,

'Let us both go to law:

I will prosecute you—

Come, I'll take no denial;

We must have a trial—" *(Alice yawns. Mouse notices.)* You are not paying attention! What are you thinking of?

ALICE: I beg your pardon?

MOUSE: You are not paying attention.

ALICE: I am too paying attention! Please finish your story.

MOUSE: *(Folding his arms, irritated.)* I shall do nothing of the sort.

ALICE: Let me finish it for you.

(Insulted, Mouse gets up.)

MOUSE: You insult me by talking such nonsense!

[END OF FREEVIEW]